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PRINCIPLES OF MECHANICAL CONSTRUCTIONS IN ROBOTICS WITH LEGOMINDSTORMS

SR ARM - oru.se

 ... to have a standard Java **compiler** on your ... bin;C:\lejos\bin set RCXTTY=usb set **CLASSPATH**= ...
 to the RCX • lejos <your_programme_name>.java: **compile** your LeJOS ...

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[PS] Simulation of Distributed Architectures-Implementation Guide

C von Praun - wwwpdp.web.cern.ch

 ... 1. Evaluate import statements and eventually **compile** dependant modules ... files form
 the path **CLASSPATH**= %SODA_HOME% 1 ... be mentioned that the **compiler** itself, given ...

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OpenGL [tm] for Java [tm](formerly gl4java) Implementation Of A Native OpenGL-Interface to Java, X- ...

S Goethel - penguin.ewu.edu

 ... the C2J cross-**compiler** a used to create OpenGL and GLU wrappers ... o Add gl4java.jar
 AND png.jar to your **CLASSPATH** (echo %CLASSPATH%) if you use Java 1.1.X ! ...

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Software- Dokumentation

F Informatik, N Hendrich - tams-www.informatik.uni-hamburg.de

 ... Dies gelingt am einfachsten interaktiv im Matlab-**Workspace**, kann aber auch ... dieuber
 Java Webstart oder unseren Installer gestartet werden, **CLASSPATH** also zum ...

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International Technical Support Organization

C Toulemonde, J Grose, A Pratiwi, B Stratton - www-900.ibm.com

 ... Groupware services that provide a rich shared virtual **workspace** and
 support the coordination of business workflow processes. ...

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20 THApril 2001

A Miguel - dcs.st-and.ac.uk

Page 1. MANGO BY A NTONY M IGUEL U NIVERSITY OF S T A NDREWS 20 TH A PRIL

2001 Page 2. 1 ABSTRACT: Mango is a 3D graphics application ...

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Supporting Development Using Frameworks in an IDE

TJ Young - cs.ubc.ca

 ... the **workspace** and editing environment or **classpath** variables ... with these interfaces
 will result in **compiler** errors or ... by the plethora of **compile** errors suddenly ...

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Java USB API for Windows

M Stahl, MC Norrie, B Signer - steelbrothers.ch

 Page 1. Java USB API for Windows Java USB API for Windows Diploma Thesis at the
 Institute for Information Systems, ETH Zürich Michael Stahl ...

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Pace Web Server: A Pure Java Web Server with a Servlet Container

P Srinivasaraghavan - 2003 - csis.pace.edu

... The core of the system is the Apache Portable Runtime (APR), which enables the Apache core to run on any system with a **C compiler**. A ...

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Environments for deployable components

C Lürer - 2002 - ics.uci.edu

Page 1. Environments for Deployable Components Chris Lürer Department of Information and Computer Science University of California, Irvine ...

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1 [Reviewed papers: Towards an integrated learning laboratory environment for first-year computer science students](#)

Denis Riordan

December 2002 **ACM SIGCSE Bulletin**, Volume 34 Issue 4**Publisher:** ACM PressFull text available: [pdf\(106.08 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes an evolving attempt to provide an integrated learning laboratory environment (ILLE) to enhance the learning goals and strategies for first-year computer science students using Java as a first language. The proposed ILLE models a real computer-learning laboratory in which instructors walk around watching and helping students on request. In essence, the system consists of a Java development environment centered round a live communicator with a facility for an instructor to foc ...

2 [A web based environment for learning to program](#)

Nghi Truong, Peter Bancroft, Paul Roe

 February 2003 **Proceedings of the twenty-sixth Australasian computer science conference on Conference in research and practice in information technology - Volume 16 CRIPTS '03**
Publisher: Australian Computer Society, Inc.
 Full text available: [pdf\(1.51 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The purpose of this paper is to describe in detail the current development status of the innovative Environment for Learning to Program (ELP) which provides an interactive web-based environment for teaching programming to the first year Information Technology students at Queensland University of Technology (QUT). ELP allows students to program at the early stages of their course without the need to familiarize themselves with a program development environment. Most importantly, it eliminates all ...

Keywords: Java, XML, computer programming, online learning, tutoring system, web

3 [Breaking out of Eclipse: developing an ActiveX host for SWT](#)

Li-Te Cheng





 October 2003 **Proceedings of the 2003 OOPSLA workshop on eclipse technology eXchange**
Publisher: ACM PressFull text available: [pdf\(326.99 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

SWT enables Eclipse developers to create user interfaces with native OS look-and-feel and performance. Without significant extra effort, however, SWT applications are limited to operate within the confines of Eclipse, or as a standalone desktop application. This paper describes the motivation and initial efforts to embed SWT applications within an ActiveX container, presents a simple API to enable SWT applications for ActiveX containment, and discusses future directions for embedding the Eclipse ...

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students at Queensland University of Technology (QUT). ELP allows students to program at the early stages of their course without the need to familiarize themselves with a program development environment. Most importantly, it eliminates all ...

Keywords: Java, XML, computer programming, online learning, tutoring system, web

4 Web3D in ocean science learning environments: virtual big beef creek ☐



Bruce Campbell, Paul Collins, Hunter Hadaway, Nick Hedley, Mark Stoermer

February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Publisher: ACM Press

Full text available:  [pdf\(387.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Virtual Reality Modeling Language (VRML), Java 3D software development packages, and World Wide Web (the Web) offer great potential for delivering three-dimensional, collaborative virtual environments to broad, on-line audiences. These capabilities have significant potential in ocean sciences, so a visualization environment was developed to explore these possibilities. The University of Washington's Virtual Big Beef Creek (VBBC) project has been continuously refined since its initial impleme ...

Keywords: VRML, interface paradigms, virtual environments, virtual geography, virtual worlds

5 Distrbuted VEEs: PDS: a virtual execution environment for software deployment ☐



Bowen Alpern, Joshua Auerbach, Vasanth Bala, Thomas Frauenhofer, Todd Mummert, Michael Pigott

June 2005 **Proceedings of the 1st ACM/USENIX international conference on Virtual execution environments**

Publisher: ACM Press

Full text available:  [pdf\(299.26 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Progressive Deployment System (PDS) is a virtual execution environment and infrastructure designed specifically for deploying software, or "assets", on demand while enabling management from a central location. PDS intercepts a select subset of system calls on the target machine to provide a partial virtualization at the operating system level. This enables an asset's install-time environment to be reproduced virtually while otherwise not isolating the asset from peer applications on the targ ...

Keywords: deployment, installation, management, streaming, virtualization

6 Configuration management & security: Automating experimentation on distributed testbeds ☐



Yanyan Wang, Matthew J. Rutherford, Antonio Carzaniga, Alexander L. Wolf

November 2005 **Proceedings of the 20th IEEE/ACM international Conference on Automated software engineering ASE '05**

Publisher: ACM Press

Full text available:  [pdf\(237.53 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)





Engineering distributed systems is a challenging activity. This is partly due to the intrinsic complexity of distributed systems, and partly due to the practical obstacles that developers face when evaluating and tuning their design and implementation decisions. This paper addresses the latter aspect, providing techniques for software engineers to automate the experimentation activity. Our approach is founded on a suite of models that characterize the distributed system under experimentation, the ...

Keywords: PlanetLab, distributed systems, experiment automation, wide-area testbeds

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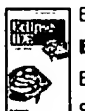
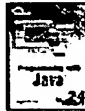
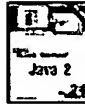
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